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BULLETSTORM

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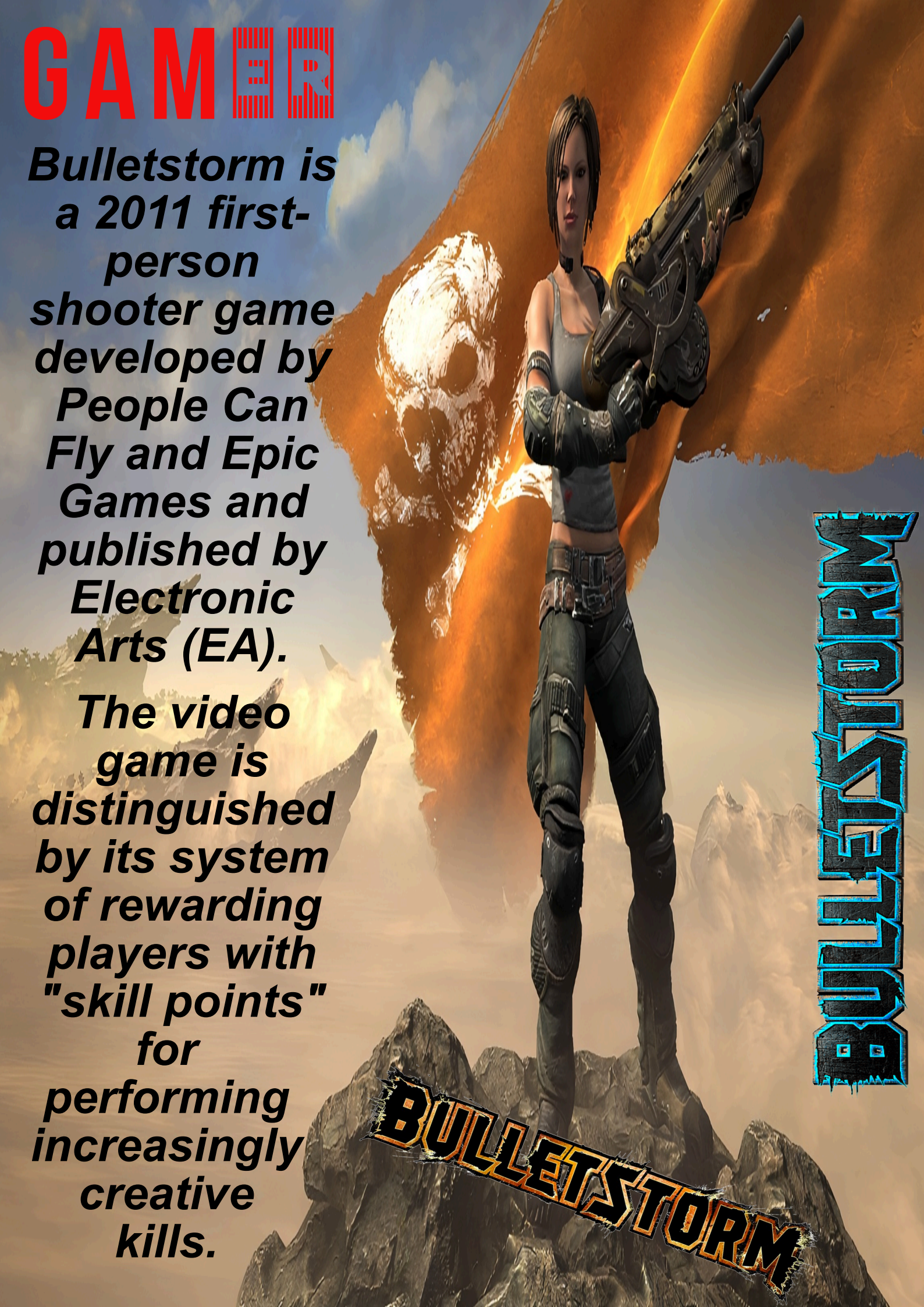
Bulletstorm is a 2011 first-person shooter game developed by People Can Fly and Epic Games and published by Electronic Arts (EA).

The video game is distinguished by its system of rewarding players with "skill points" for performing increasingly creative kills.



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Set in the 26th century, the game's story follows Grayson Hunt, a space pirate and former black ops soldier who gets shot down on a war-torn planet while trying to exact revenge on General Sarrano, his former commander.

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General Sarrano, tricked him and his men into committing war crimes and assassinating innocents.

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Upon its release in February 2011 for Windows, PlayStation 3 and Xbox 360, the game received positive reviews from critics who praised its setting, graphics, action, pacing and game-play, but was criticized for its story, short length.

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Bulletstorm was a commercial failure for both Epic Games and Electronic Arts, selling one million copies by 2013.

The Skillshot system.

Players receive points when they perform creative kills.

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As a first-person shooter, Bulletstorm focuses on combat.

The game features eight weapons, each with their own distinct behaviors.

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In addition to standard firearms such as shotguns and assault rifles, the game features unusual weaponry such as the "Bouncer", which shoots explosive bouncing cannonballs.

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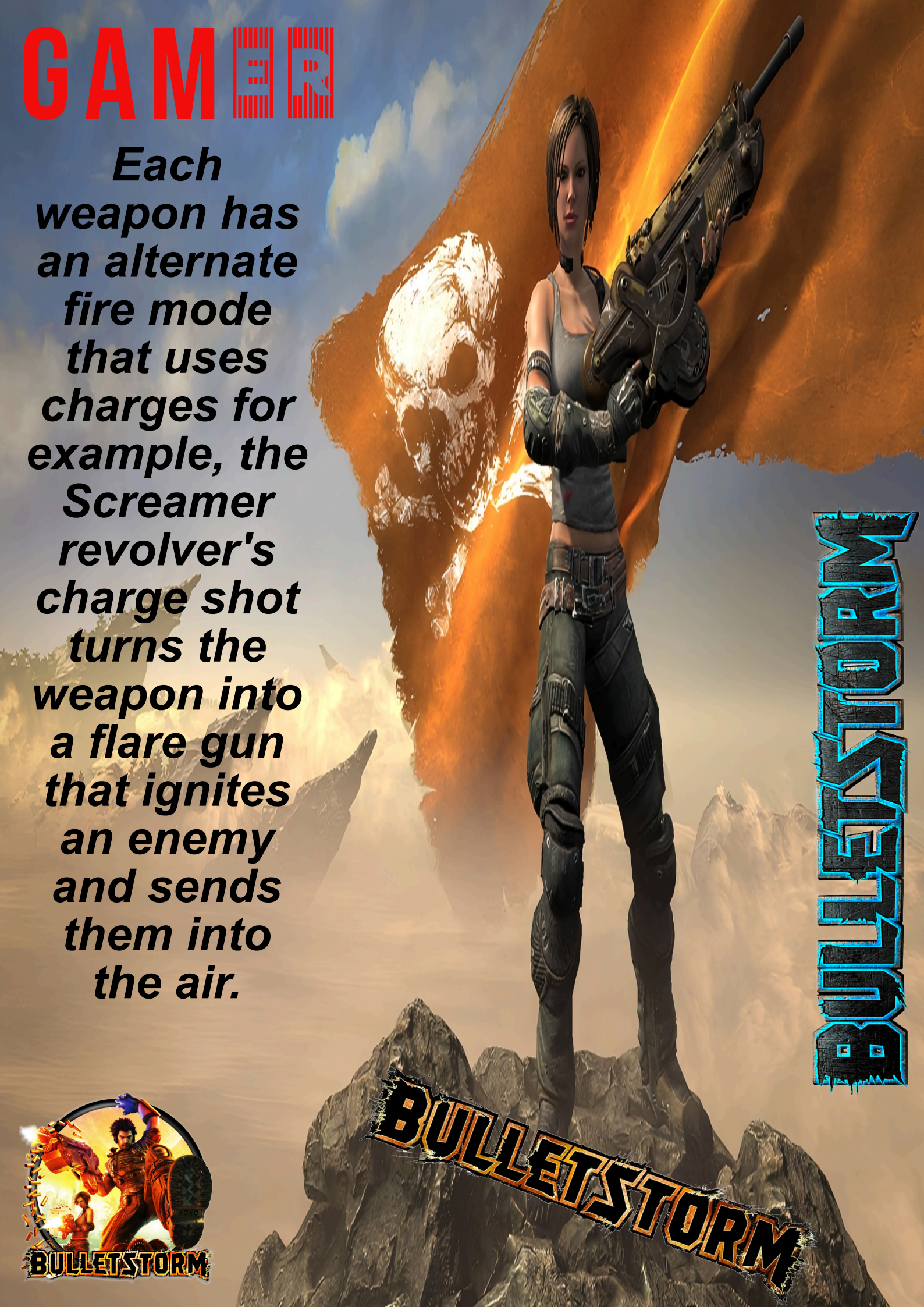
Each weapon has an alternate fire mode that uses charges for example, the Screamer revolver's charge shot turns the weapon into a flare gun that ignites an enemy and sends them into the air.



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Bulletstorm takes place in the 26th century, where the universe is run by the "Confederation of Planets".

Grayson Hunt is the leader of Dead Echo, a black ops team under the command of Confederation General Victor Sarrano.

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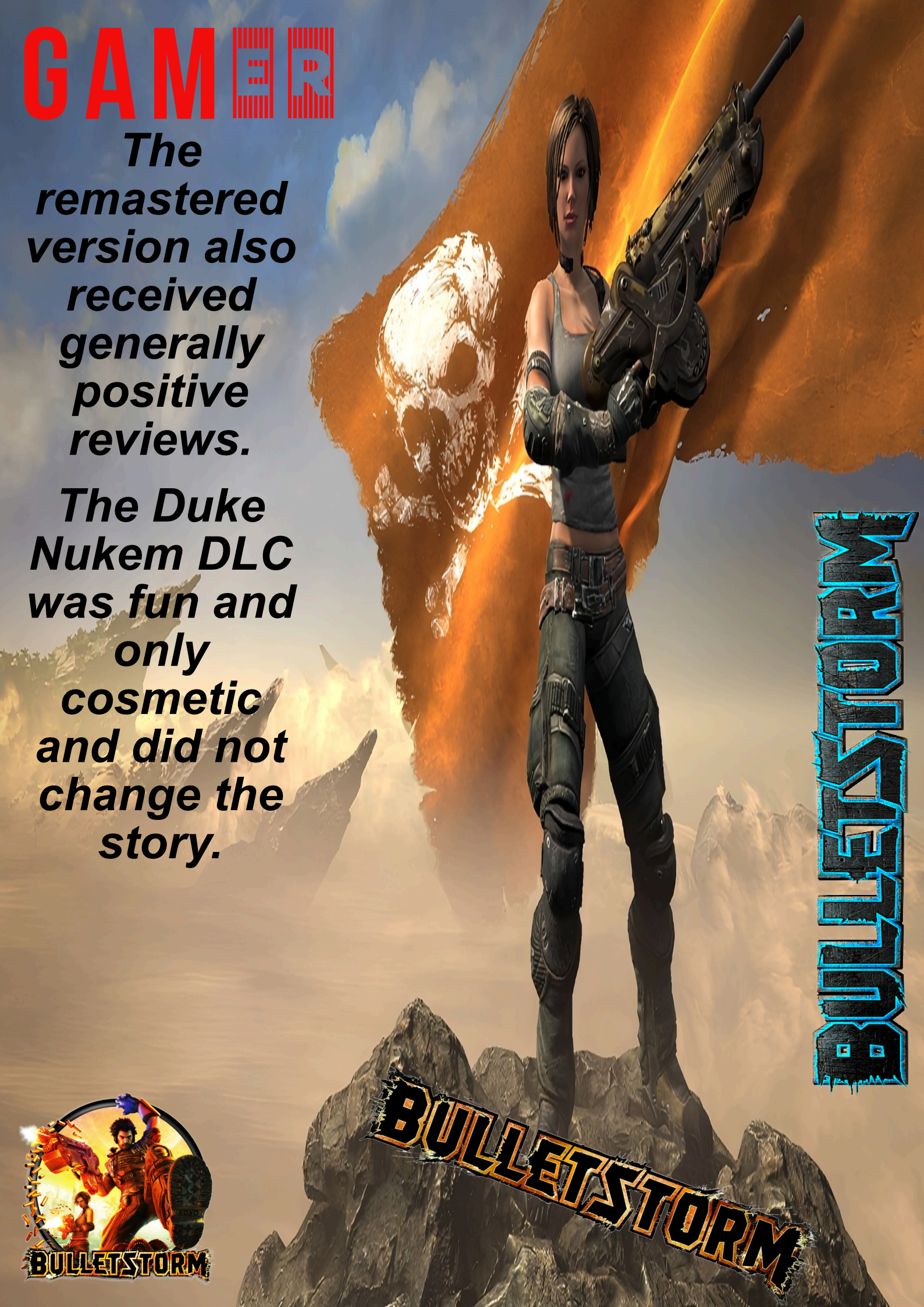
The remastered version also received generally positive reviews.

The Duke Nukem DLC was fun and only cosmetic and did not change the story.



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Bulletstorm's sequel but was sidelined by Epic games to work on Gears of War: Judgement, a spin-off in the Gears of War series.